1   IN THE SPECIFICATION

2   1.   Replace the paragraph beginning at page 12, line 13 of the specification with the

3   following paragraph:

4   RPOS terminals 36 and kiosks 37 each provide a subset of the functionality of the POS

5   terminals 35 and are preferably included in the system 10 to give the players more choices in how

6   they may modify their account information. In the preferred form of the invention, RPOS

7   terminal 36 allows a player to add funds to their player account maintained by back office system

8   [[12]] 11 as indicated in Figure 2. Each RPOS terminal 36 is implemented through a computer

9   system and includes a suitable processing device and a user interface including a display. The

10   preferred user interface also includes a player card reader, a keyboard/keypad, and a bill/coin

11   acceptor. Each RPOS terminal 36 operates under the control of RPOS terminal software

12   instructions to provide all of the RPOS functionality as will be described below with reference to

13   Figure 5.

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15   2.   Replace the paragraph beginning at page 16, line 18 of the specification with the

16   following paragraph:

17   Once the initializing sequence is complete, the process at player station terminal 38

18   proceeds to decision box 308 to determine if a player has logged in to the player terminal. If no

19   player has logged in to player terminal 38, the terminal preferably produces an attract display as

20   indicated at block 309 which encourages a potential player to log in and perhaps provides

21   additional information such as how and where to open a player account. Player terminal 38 may

22   also display a representation of a game play to entice a potential player to log in and play the

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1   game available at the terminal. If a player has logged in at player terminal 38 (by inserting the

2   player card into the terminal's card reader for example), the player terminal logs the player in to

3   central computer 24 as indicated at block 310. This log in step preferably includes

4   communicating the player identifying information (account identifier) to the central computer.

5   As indicated at 311, central computer 24 uses the player's account identifier to obtain player

6   information for the identified player/account from the database computer 21, and sends certain

7   player information to the player terminal. This returned information may include the player's

8   name in order to allow the player terminal to issue a greeting to the player, and preferably also

9   includes the player's account balance to be displayed at the player terminal.

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11   3.   Replace the paragraph beginning at page 20, line 3 of the specification with the following

12   paragraph:

13   Figure 5 shows the general process performed at POS terminal 35 and the general process

14   performed at RPOS 36. At the beginning of the POS process, the attendant at POS terminal 35

15   determines whether [[or]] the player has an existing account with the system. This determination

16   step is shown at decision block 501 in Figure 5. If the prospective player does not have an

17   account, the POS attendant prompts the POS terminal to create a new account as shown at block

18   502. Creating a new account involves inputting player information such as the player's name,

19   and perhaps a PIN selected by the player (if PINs are used in the system). This information is

20   communicated to central computer 24 as indicated at process block 503 and the central computer

21   responds to the new account request and information by assigning an account identifier to the

22   new account and storing the account identifier and the player information at database computer

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1   21. More specifically, central computer 24 requests that the database computer store the

2   information and the database computer complies. Central computer 24 also communicates the

3   account identifier back to POS terminal 35 and the POS terminal prints or encodes the identifier

4   on a player card for the player as shown at 504, and then issues the player card to the player.

5   This player card preferably comprises the magstripe card with the players account number

6   recorded on the magnetic stripe.

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